"Sacre bleu! I am the great French private eye Pierre Touche and I need your help. I've been summoned to capture the ringleader, Henri Le Fiend, and turn him over to the police. But wait — we first must find evidence against him and the stolen property. There are five cases pending, each with its own statute of limitations. A case is closed when Le Fiend is apprehended and booked. So hurry! Study the files below, grab your trenchcoat and meet me at Precinct 2600 — I'll be waiting for you."

Sleuth wanted! Help Private Eye Touché navigate the city streets, parks, secret passages, dead-ends and one-ways in search of Henri Le Fiend and his gang. Evidence and stolen goods are scattered about — you'll need to find those, too. Let the map and your memory be your guide. And let nothing go unnoticed.

ACTIVISION®

THE "LE FIEND" FILE.

CASE 1: "Safecracker Suite"

On Thursday, Sept. 7, at approximately 1:30 p.m., bankteller Betty Jeepers activated the silent alarm near her foot. The man standing at her window had just handed her a note demanding $10,000 in one bag. The note also described the loaded gun in his pocket. Jeepers described him as diminutive but suave and said he bowed slightly as he left, saying, "Merci beaucoup." Quickly, Touché looked to the sky and said, "It's him."

PROSECUTION REQUIREMENTS: Find the gun and verify it at the gunstore.
Find the money and return it to the bank.
Find Le Fiend and book him at Police Headquarters.

STATUTE OF LIMITATIONS: 3 minutes
LOCALE: Uptown, 32 blocks

CASE 2: "Closed on Mondays"

"I thought they were the electricians," answered Nimrod Nerdon. Touché had asked the nervous security guard why he let two men enter the museum on an off day and then allowed them to shut off the lights. When they came back on, the men were gone. So was a priceless Ming vase. Nimrod could only remember that the button was missing on one of the perpetrator's cuffs. "Oh...and it was a French cuff," he added. Touché clenched his teeth.

PROSECUTION REQUIREMENTS: Find the button and verify it at the tailor shop.
Find the vase and return it to the museum.
Find Le Fiend and book him at Police Headquarters.

STATUTE OF LIMITATIONS: 2 minutes
LOCALE: Upper midtown, 32 blocks

CASE 3: "Dealing in Diamonds"

Mrs. Lotta Moorcash was beside herself. "But he was such a gentleman!" A man claiming to be her new hair stylist, had given Mrs. Moorcash a new hairdo. By the time he'd combed out the last curl, she was oblivious to the four carat diamond necklace that was suddenly absent from her neck. "You must find him!", she said. "It's the best style I've ever had — a French twist!" Touché's daquiri glass shattered in his fist.

PROSECUTION REQUIREMENTS: Find the comb and verify it at the barbershop.
Find the necklace and return it to the gemstore.
Find Le Fiend and book him at Police Headquarters.

STATUTE OF LIMITATIONS: 4 minutes
LOCALE: Midtown, 64 blocks

CASE 4: "Rare Stamp Roulette"

It was the first time Mr. Rich N. Boring had his name in the papers. It was in recognition of his upcoming donation of a valuable rare stamp to the Auxiliary Association of Associated Auxiliaries. Unfortunately, his name was followed by his address. By morning the stamp was gone. From the looks of the footprints on Boring's newly varnished floor, Touché deduced that the thief's sole adhered and came loose. The stamp was described as an 1872 commemorative. "Commemorating what?" asked Touche. "The French Revolution." Touché raised his collar and left immediately.

PROSECUTION REQUIREMENTS: Find the shoe sole and verify it at the shoe store. Find the stamp and return it to the stampstore. Find Le Fiend and book him at Police Headquarters.

STATUTE OF LIMITATIONS: 10 minutes
LOCALE: Downtown, 120 blocks

CASE 5: "The Big Sweep"

Touché would take a new approach. Rather than gather the evidence case by case and prosecute Le Fiend four times, he decided to take everything on at once. The whole city, the entire gang, all the cases and, of course, Le Fiend. He rose early that day and took a deep, invigorating breath. "Room service," he said into the phone, "please send up breakfast. What is today's special?" The voice on the other end replied, "French toast."

PROSECUTION REQUIREMENTS: All of the stolen goods and evidence in cases 1-4 must be found and returned for verification at their place of origin. Le Fiend may then be rounded up and booked at Police Headquarters once — and for all.

STATUTE OF LIMITATIONS: 20 minutes
LOCALE: Entire city, 248 blocks

BUREAU OF INVESTIGATION
923-97 OZONE AVENUE
NEW YORK, N.Y.
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TO START

Press the game select switch to choose desired case. The case number appears above the score and its corresponding stolen item appears in the upper right corner. Then press the reset switch. The statute of limitations begins counting down as soon as you move the Joystick.

TOUCHÉ'S AUTO

Upon Touché's arrival, a federal attache will present him with a specially equipped 1935 Model A. Its unique feature is the ability to jump as high as two stories. Additionally, it can make 90° turns and has a cruise control.

USE OF THE CONTROLLER

Use the left **Joystick**. To accelerate left or right...move the Joystick left or right. To drive into an alley or park lane...push Joystick up.

DIFFICULTY SWITCHES

The left **Difficulty switch** is your car's cruise control; **a** maintains a fast speed, **b** maintains a slow speed. The right **Difficulty switch** controls the car's jumps. By setting it to **a**, the height of the jump is controlled by the length of time the red button is held down. Setting it to **b** causes the car to jump to its maximum height with a single press of the button.

"Oh...My apologies for the sketchy map on the other side. In any case, it's our single irreplaceable guide to the city. It came from the waning memory of a late Le Fiend cohort. Before he passed on, he said something about secret passages, dead-ends and one-ways. Lots of them. Too many for him to remember. He marked a few of them, but you'll have to map out the rest.

POLICE PROCEDURE

Warrant Requirements – Reasonable cause must be established before Le Fiend can be booked with the police. "Reasonable cause" consists of finding the evidence, verifying it at its place of origin, recovering the stolen property and returning it to its owner. The evidence and stolen item may be found in any order, but you may only carry and return one item at a time. **Proceed with caution**: After the first item has been returned, thugs lurch out from behind steps and bushes to throw daggers. Jump to avoid them. If you're hit, the thug will repossess anything you are carrying.

Questionable Characters – Throughout the case, questionable characters will peek out of windows. Any one of them may be harboring the item you are looking for. Jump up and see! Even if they're empty-handed, you'll still get merit points each time you nab one of them. Finally, if you recover an item while you are carrying another item, the questionable character will make a switch and you will continue with the new item.

The City Beat – Get to know the locations of **detours** and **roadblocks**. Detours are striped; roadblocks are solid yellow. You will also encounter **secret passages, one-ways dead-ends**. Secret passages are short-cuts whereby you enter an alley on one street, and may emerge on a different block, often in a different part of the city! Get to know these short-cuts and map them out. Many offer round-trip passage, but some are one-way only or dead-ends.

POLICE MERIT SYSTEM

Special agents will begin with 1000 merit points — just for taking on the case!

The following system of merits and demerits applies:

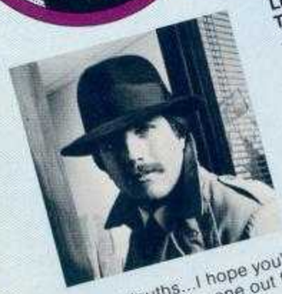
DEMERITS

Minus 1	Whenever auto is on a pot hole.
Minus 100	If Touché or his car is hit by a brick.
Minus 200	If hit by a flowerpot.
Minus 300	If hit by a rat.
Minus 400	If hit by a bird.
Minus 1000	If hit by a dagger.

MERITS

Plus 100	For each questionable character nabbed.
Plus 5000	For each questionable character nabbed with evidence (gun, button, comb, shoe sole).
Plus 15,000	For each questionable character nabbed with stolen item (money, vase, necklace, stamp).
Plus 10,000	Whenever evidence is verified.
Plus 20,000	Whenever a stolen item is returned.
Plus 25,000	For nabbing Henri Le Fiend.
Plus 25,000	For booking Le fiend at Police Headquarters and, thus, closing the case.

Super Sleuth is our time-honored enclave of seasoned private eyes who, by serving justice in Case 3, "Dealing in Diamonds" have amply demonstrated their talents in detection. If you have met this criteria, send us (Exhibit A) a photo of the TV screen showing the completion of Case 3, along with (Exhibit B) your name and address and (Exhibit C) the words "Private Eye" written on the envelope's front corner. Your name will be added to the **Super Sleuth** registry and you will receive its official emblem.



LETTER FROM THE COMMISSIONER

Tips from Bob Whitehead, designer of Private Eye™. Bob is not only an award-winning, senior designer at Activision, he's also one of its founders! He lives in California with his wife Karron and their four children, and is an avid fan of sports, particularly baseball.

"Well, sleuths...I hope you're not looking for any dead giveaways. You've got to figure this one out for yourselves. But here are some clues:

"If you run into a thug's dagger, thereby losing the item you're carrying, all is not lost. You can reclaim the item by retracing your last few blocks. Look for it in a window or by a bush.

"Now here's a riddle for you: What's the difference between a roadblock and a detour (Besides the fact that one's yellow and one's striped)? Clue: The answer will have you jumping for joy.

"Try to figure out the best direction to head in when you begin each case. Some cases are easier when you start out to the left, and some are easier when you start out to the right. Also, certain cases "prefer" you to pick up the evidence first, while others are more easily solved when the stolen item is found first. So discover and jot down the "initial direction" and "order of search" for each case.

"Touché! to those of you who will brave Case 5. I feel obligated to say that, although it is the sum of Cases 1-4, some of the secret passages will be changed. But don't let that discourage you. Just adjust your map a bit.

"When you get back to the precinct with Le Fiend, please send a report — it'll be fun to compare notes. Good luck and God bless."

Chief Inspector Whitehead

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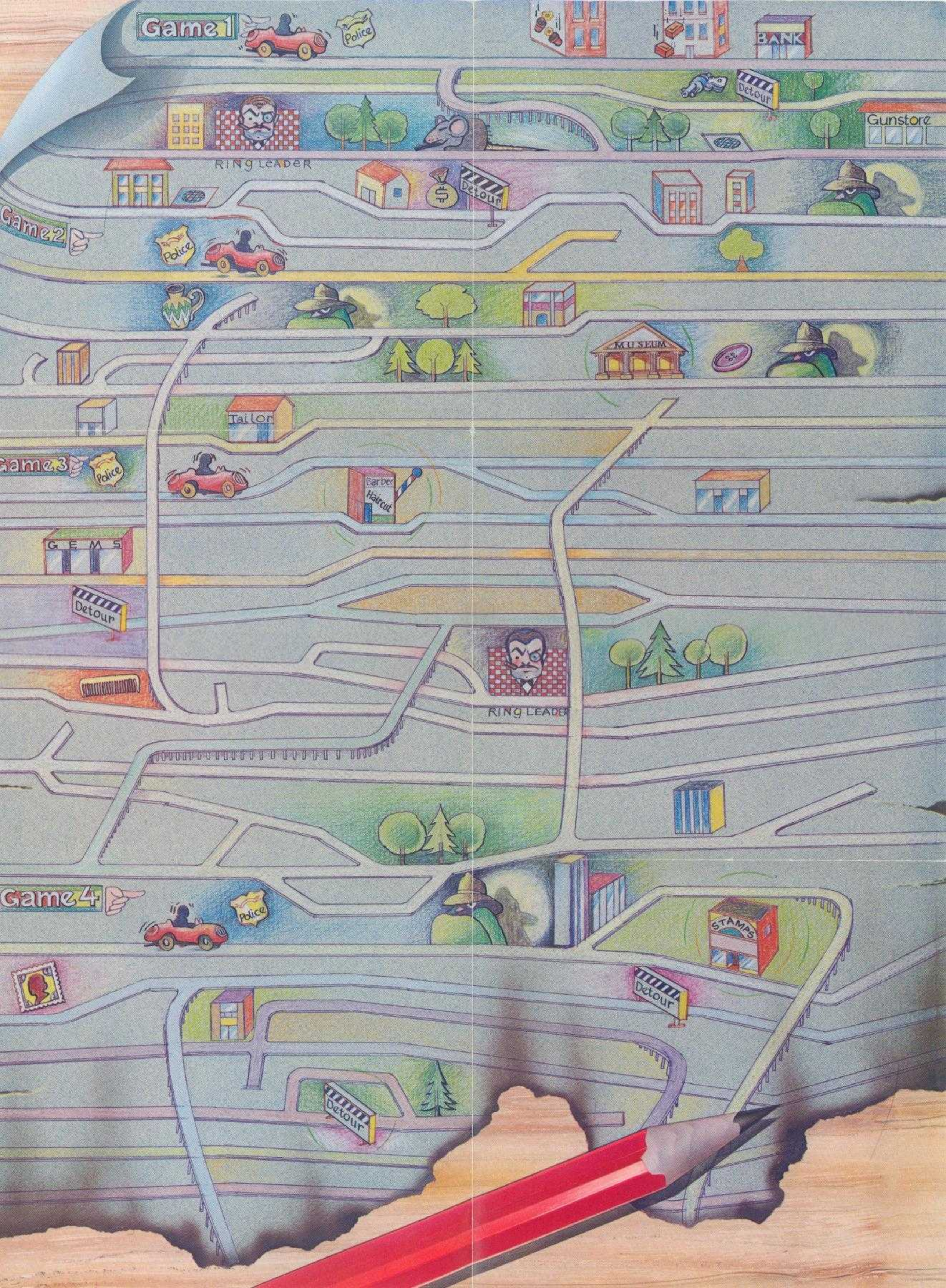
Game 1
Police
BANK
Detour
Gunstore
RING LEADER
Detour
Game 2
Police
Tailor
Game 3
Police
Barber
Haircut
GEMS
Detour
MUSEUM
RING LEADER
Game 4
Police
STAMPS
Detour
Detour